TAITO

CRIME CITY™

TONY AND RAYMOND'S MOTTO IS "CRUSH OUT CRIME TO BRING LAW AND ORDER BACK TO CRIME CITY".

"CRIME CITY" IS RAMPANT WITH EVIL ORGANIZATIONS AND CRIMINAL ELEMENTS. ROBBERIES, BURGLARIES, MURDERS, SMUGGLING, AND DRUG TRAFFICKING, AS WELL AS OTHER CRIMES HAVE BECOME AN EVERYDAY OCCURRENCE.
THE LOCAL POLICE FORCE IS NO LONGER CAPABLE OF CONTROLLING THE CITY, SO . . . . TWO TOUGH PLAINCLOTHES INVESTIGATORS ARE CALLED TO THE SCENE.
TONY GIBSON AND RAYMOND BRODY QUICKLY TAKE UP THE CHALLENGE OF BRINGING LAW AND ORDER TO "CRIME CITY".

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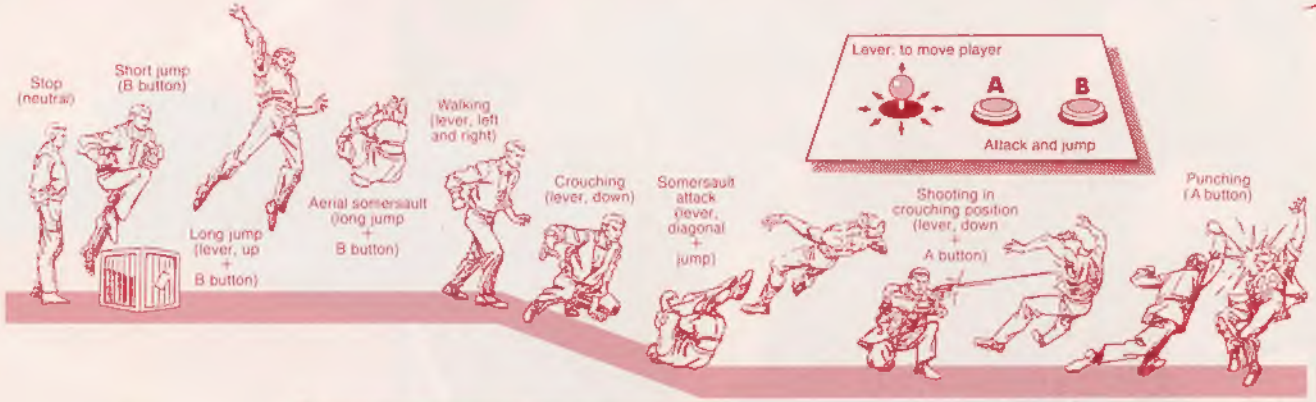
CRIME CITY™

OPERATING INSTRUCTIONS AND RULES

- *The object of this game is to arrest gang leaders.*
  Player 1 — Tony Gibson, red jacket
  Player 2 — Raymond Brody, yellow suit.
- *Two eight way joysticks and buttons enable them to fight the criminal elements along the way. Use the joystick to move player, button A for attacking with guns and punches and B button for jump and somersault attacks.*


Stop (neutral)
Short jump (B button)
Long jump (lever, up + B button)
Aerial somersault (long jump + B button)
Walking (lever, left and right)
Crouching (lever, down)
Somersault attack (lever, diagonal + jump)
Shooting in crouching position (lever, down + A button)
Punching (A button)
Lever, to move player
A
B
Attack and jump

SOMERSAULT ATTACK

The somersault attack technique is important to this game.
To create a somersault to attack and damage oncoming enemies, set the joystick in a diagonal downward position and press the "B" button. The somersault attack can also be made in the jumping position by pressing the B button.
Be careful not to be hit by the enemy's bullets!

LIMITED NUMBER OF BULLETS AND PUNCHING TECHNIQUES

The number of bullets that can be fired is limited. When the bullets are gone, use the "A" button for punches to attack the enemy at close range.

ITEMS

Some of the enemies are holding different types of weapons. The following benefits are gained by stripping them of these weapons.

Drugs.....special points
Gun.....conventional bullets
Machine gun...repeat firing capability
Automatic.....penetration
Shotgun.....three-directional jump
Drinks.....return to life
Protector.....protection
Gun (MAX).....gun with unlimited number of bullets

PLAYER'S STOCKS

The player's stock decreases when a life is lost. The game is over when the stocks are depleted.

NUMBER OF ROUNDS

Altogether, there are six rounds. The rounds are divided into small scenes.

SHORT TECHNIQUE

(1) Take risks to destroy the enemy.
When bumping into the enemy to decrease his points, even bullets scoring direct hits cannot kill the player.
(2) Use obstacles wisely.
Make good use of such obstacles as moving boxes, drums and lighting fixtures that can be dropped. The artillery battery in Round Five can be destroyed.
(3) Score points on drugs.
When drugs appear on the screen, the points scored will change according to the number of shots fired (maximum 3,000 points).

Double control panel use ©TAITO CORP. 1989

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